
Subject: without connection to the inet renguard crashes
Posted by [Goltergau](#) on Thu, 15 Apr 2004 21:21:26 GMT
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i tried to start renegade (with renguard installed) while i wasnt online. ever when i try this, renguard crashes. if i go online it doesn't... please fix that thanks

Subject: without connection to the inet renguard crashes
Posted by [ShadowFalls](#) on Thu, 15 Apr 2004 21:34:19 GMT
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its a flaw in Renguard's design, you have to go to the Renegade directory and launch Game2.exe aggravating I know.

Subject: without connection to the inet renguard crashes
Posted by [zunnie](#) on Thu, 15 Apr 2004 21:49:27 GMT
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ShadowFallsits a flaw in Renguard's design, you have to go to the Renegade directory and launch Game2.exe aggravating I know.

You MUST start Renegade with its icon or with GAME.EXE, launching renegade with the GAME2.exe will not start RenGuard AT ALL.

and:

Make sure you are ONLINE BEFORE launching Renegade and RenGuard.

[zunnie]

Subject: without connection to the inet renguard crashes
Posted by [Crimson](#) on Thu, 15 Apr 2004 21:50:57 GMT
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RenGuard is USELESS without an internet connection so it's logical that launching it without an internet connection is a bad idea.

It's not a flaw in the design, it's a NECESSITY.

Subject: without connection to the inet renguard crashes

Posted by [ShadowFalls](#) on Thu, 15 Apr 2004 22:14:22 GMT

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no its a flawe in the design since there should be an option to click to go online not instantly, that in lies the problem. not to mention the lag renguard itself creates in online game play and the fps lag it does as well

Subject: without connection to the inet renguard crashes

Posted by [xptek_disabled](#) on Thu, 15 Apr 2004 22:20:46 GMT

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Get out of the stone age then. Any semi-modern computer should be able to run Renguard with no lag at all. Also, the majority of Renegade players use DSL or Cable, not 56K.

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Posted by [gibberish](#) on Thu, 15 Apr 2004 23:46:51 GMT

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ShadowFalls is almost right.

Since the design was to make it so that no matter how you launch Renegade renguard starts (by renaming the executable).

Lets say you have a dialup connection and all you want to do is play a single player mission and you click on the Renegade shortcut on the start menu.

There is now no way to start renegade without expliciting running game2.exe

I am sad to say there are people out there who can't handle this, hence installing RenGuard stops these people from playing renegade.

Hence it is a flaw in the implementation (otherwise known as a bug).

Renguard should detect the lack of network connection and bring up a message box asking you if you want to run renegade anyway (without renguard).

Subject: without connection to the inet renguard crashes

Posted by [Drkpwn3r](#) on Fri, 16 Apr 2004 00:13:05 GMT

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I had the same kinda prob, I wasn't hooked to the internet or anything, but I launched game2.exe & it crashed after it got past the opening vids, hope I can get help on that :rolleyes:

Subject: without connection to the inet renguard crashes

Posted by [Dante](#) on Fri, 16 Apr 2004 03:58:01 GMT

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```
#include <ras.h>
```

```
#define MAX_CONNECTIONS 128
```

```
bool gotconnection() {
```

```
    RASCONN rcConnection[ MAX_CONNECTIONS ];
```

```
    DWORD dwTotalConnections;
```

```
    // Set Buffer Size
```

```
    rcConnection[0].dwSize = sizeof( RASCONN );
```

```
    dwBufferSize = MAX_CONNECTIONS * sizeof( RASCONN );
```

```
    // I can Enumerate Connections ?
```

```
    if (RasEnumConnections (rcConnection, &dwBufferSize, &dwTotalConnections))
```

```
        return false;
```

```
    // There is Connections ?
```

```
    if( dwTotalConnections )
```

```
    {
```

```
        return true;
```

```
    } else {
```

```
        return false;
```

```
    }
```

```
}
```

Subject: without connection to the inet renguard crashes

Posted by [dommafia](#) on Fri, 16 Apr 2004 05:40:27 GMT

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Dante

```
#include <ras.h>
```

```
#define MAX_CONNECTIONS 128
```

```
bool gotconnection() {  
  
    RASCONN rcConnection[ MAX_CONNECTIONS ];  
    DWORD dwTotalConnections;  
  
    // Set Buffer Size  
    rcConnection[0].dwSize = sizeof( RASCONN );  
    dwBufferSize = MAX_CONNECTIONS * sizeof( RASCONN );  
  
    // I can Enumerate Connections ?  
    if (RasEnumConnections (rcConnection, &dwBufferSize, &dwTotalConnections))  
        return false;  
  
    // There is Connections ?  
    if( dwTotalConnections )  
    {  
        return true;  
    } else {  
        return false;  
    }  
  
}
```

:clapping:

Subject: without connection to the inet renguard crashes
Posted by [Goltergaul](#) on Fri, 16 Apr 2004 20:45:19 GMT
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yeah please fix this i dont want to go in the ccr directory and start game2.exe if i want to play sp...